



LEGO® TOY!

JAY



**CYBER
NUNCHUCK!**



HEROES vs. VILLAINS!



YIKES!

**WHAT'S HIDING
INSIDE THE CAVES?**



AWESOME POSTERS!



9 772057 258048 69>

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LEGO

NINJAGO

LEVEL UP
THE ACTION



THE SORCERER'S HEADQUARTERS!

- 4** **Toy:** Master of Lightning
Jay's Cyber Nunchuck brings the heat
- 6** **Puzzle:** Upside down way out
Can you master the double labyrinth?
- 7** **Puzzle:** Spell of trouble
Spot the magical changes
- 10** **Comic - Part 1**
Fighting Techniques
- 16** **Puzzle:** Ugh! Giant spiders
Find the way and avoid the monsters
- 22** **Comic - Part 2**
Fighting Techniques
- 28** **Set:** Rush the villain base
The ninja conquer the dungeon
- 30** **Game:** Race off and face off
All about speed and duels
- 32** **Test:** What's your Spinjitzu type?
Answer the questions and find out
- 33** **Fan mail**
Your awesome pictures

2 COOL POSTERS



FIND THE CHICKEN KNIGHT!

The Chicken Knight loves causing havoc in Shintaro! It is hiding on pages that have a chicken instead of a page number. Find it...

COMIC PAGES 10 + 22



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MIX
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JAY



+ LIGHTNING

+ JOKES



MASTER OF LIGHTNING!

While his ninja friends are busy in the Dungeons Of Shintaro, Jay takes a break to enjoy **his favourite hobby: gaming!**

ARMED & READY: CYBER NUNCHUCK!



Beware of the cyber-ball! Getting high scores is as easy as stealing Richie's cheese with this **ninja tool!**

+ TWIRL

+ CHAIN

+ CONTROL

1 HEAD - 2 FACES



GAMING
MODE
ACTIVATED!

BRING IT ON,
BAD GUYS!
I'M READY!



Photos: Gert Krautbauer, krautbauer.net

WHIRLED PLAYERS!

Jay's Cyber Nunchuck has made tornadoes around villains and ninja friends. Can you see who is being whirled around? **Write the letter of the tornado next to the correct player!**



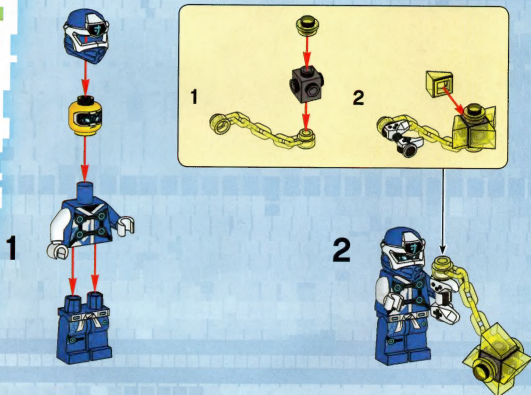
FAULTY LIGHTNING!

These flashes reveal Jay's outfit. **One of them is not identical to your minifigure.** Compare them and find it!



Answers on page 34.

INSTRUCTIONS:



BACK TO SHINTARÔ!

Jay must return to his friends, but first he has to **collect three Key-Tanas**. Help him find all three and **guide him to the Goal**!



HELP ME
REACH THE
HIGH SCORE,
ERM, THE
WAY OUT!

START



GOAL

START



Answers on page 34.

GOAL

HURRY UP!
JAY! WE HAVE AN
EVIL SORCERER
TO CATCH!

Back from **Prime Empire**, Jay must find his friends. Lead him to Cole, Kai and Lloyd and collect all **three crystals** on your way!

INTO THE DUNGEONS!



FAULTY SPELL!

The Skull Sorcerer has unleashed his magic on the cave dwellers! The picture below has **10 changes**. Turn to the **next page** and look at the unchanged picture. Then **circle all the magical changes here...**

PUZZLE

This way to
the right image.

WRONG!



SIDE QUESTS!

1. The mighty Skull of Hazza D'ur has multiplied. How many times is he flying around?
2. One wise hero is also taking part in the action – who and where?
3. Seeing double? That's no spell! One of the ninja can be seen twice. Which one?
4. A Geckle has been petrified by the magic and is now a statue. Can you find him?

FAULTY SPELL!

Experts find the errors with just three turns of the page.

There are no magical changes on this page. Compare the picture on this page with the previous one and **circle all 10 errors there!**

RIGHT!



SIDE QUESTS!

1. There are skulls flying around.
2. The hidden hero is .
3. Of course, *ninja* can be seen twice.
4. Solid as rock! Petrified Geckle found: .

Answers on page 34.

YOUR

DRAW

MAGMA-RACER!

The Dungeons of Shintaro are full of lakes and streams of hot magma! The ninja need a vehicle to cross them. Grab your pens and **design your own magma-conquering boat...**

COOL IDEAS:

BUILD-IT!

YOU
CAN ALSO BUILD
A COOL VEHICLE
FOR THIS LAKE
WITH LEGO®
BRICKS!



CHECK OUT THESE RIDES BY FELLOW NINJA BUILDERS!

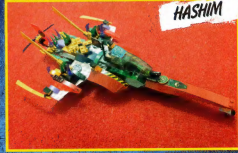
CHARLOTTE & JAMES



DEXTER



HASHIM



AFTER COLE, MASTER WU AND PRINCESS VANIA END UP WITH THE LOWLY IN ROCK BOTTOM...

KING VANGELIS IS OUT THERE SOMEWHERE AND IT'S ABOUT TIME HE GETS WHAT'S COMING TO HIM, SO LET'S GO TOGETHER!

FIGHTING TECHNIQUES

BUT BEFORE THAT...

CHARLIE, MY FRIEND, WHAT'S UP?

TAPI TAPI!

KSS KSSS!

OH, REALLY? GOOD!

WHAT IS GOOD?

GIANT SPIDERS ARE HEADING THIS WAY!

AND WHY IS THAT GOOD, EXACTLY?!

WELL, IT'S NOT UNUSUAL FOR US TO GET A VISIT FROM THE GIANT SPIDERS...

...BUT LUCKILY OUR PET SPIDER CHARLIE CAN SENSE WHEN HIS COMPATRIOTS ARE APPROACHING AND HE WARNS US AHEAD OF TIME.

INDIVIDUALLY, THESE GIANT SPIDERS ARE PRETTY EASY TO TAKE OUT, WHICH IS WHY WE THROW THE DICE TO DECIDE WHO GETS TO HAND OUT A LESSON EVERY TIME THEY VISIT...

...TO GIVE THE SPIDER A BIG HEADACHE.

DONK!

AND FOR SOME HEALTHY COMPETITION, WE KEEP A TALLY OF WHO'S TAKEN OUT THE MOST SPIDERS.

PASSES THE TIME. ROCK BOTTOM VERY BORING.

SO LET'S SEE WHOSE TURN IT IS THIS TIME!

BUT BEFORE PLINDAR
CAN ROLL THE DICE...

HEY,
WHAT
GIVES?

GRAB!

GRAB!

OH...

KCHHHH!

I'M AFRAID
WE MIGHT HAVE
A PROBLEM. IF I'VE
UNDERSTOOD CHARLIE
CORRECTLY WE'RE NOT
BEING VISITED BY ONE
GIANT SPIDER, BUT AN
ENTIRE HORDE!

THEY
MUST HAVE
FOLLOWED YOU
NINJA AND THE
PRINCESS DOWN
HERE!

HABA!

SO? LOTS OF
SPIDERS GOOD!
EVERY SPIDER ONE
POINT FOR
OUR GAME!



AT HOME
IN METALONIA,
KORGRAN BEATS LOTS
OF ENEMIES AT
ONCE.

LOTS OF
SKREEMERS
ONCE ATTACKED
KORGRAN!

BUT
KORGRAN
STRONG AND
INVINCIBLE WITH
TALKING AXE!

RAAA!

BOK!

GNIIII!

THAT
MAY WELL BE,
BUT SKREEMERS
ARE PRETTY SMALL
COMPARED TO THESE
HUGE SPIDERS.

AND THEY
DON'T HAVE JUST
TWO ARMS LIKE THE
SKREEMERS, BUT EIGHT
LEGS, EIGHT VERY
LONG LEGS!

PAH!
LONG
LEGS...

EVEN THE
LONGEST OF
LEGS DON'T STAND
A CHANCE AGAINST
MY MAGIC!

I WAS
ATTACKED BY
TREEHORNS ON
A WALK THROUGH
BIRCHWOOD
FOREST!

SO
THOSE LANKY
LEAF-LOVERS FELT
THE FULL FORCE OF
MY ENCHANTED
CLIMBING LICHEN!

CLIMB!

POFF!

AND
TA-DA! THOSE
SPUNKY-BOYS
SUDDENLY HAD
TO TAKE A LIE
DOWN!

ENCHANTED
LICHEN? THESE
GUYS CERTAINLY
LIKE TO BLOW
THEIR OWN
TRUMPET!

MHM...



YOU SHOULD HAVE SEEN ME!

I ONCE HAD TO DEAL WITH A MASSIVE GRUNDLE...

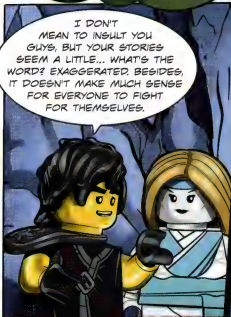
GRRR!

BUT FOR A MASTER THIEF LIKE MYSELF, THAT WASN'T A BIG DEAL - I JUST STOLE HIS TEETH!



MHPF?!

HEHEHE!



I DON'T MEAN TO INSULT YOU GUYS, BUT YOUR STORIES SEEM A LITTLE... WHAT'S THE WORD? EXAGGERATED. BESIDES, IT DOESN'T MAKE MUCH SENSE FOR EVERYONE TO FIGHT FOR THEMSELVES.



LET ME TELL YOU HOW THINGS ARE DONE WHERE WE COME FROM - WE FIGHT AS A TEAM!

THAT SOUNDS MORE LIKE IT, SO WHAT SHOULD WE DO?

CONTINUED ON PAGE 22!

PATH OF THE SPIDER!

Help Cole escape by **drawing his route** on the map! But watch out for the three spiders! Draw their routes as well and **warn Cole** where the spiders' paths cross his in the boxes below!

BE WISE, COLE. PLAN YOUR WAY AHEAD...

GIANT SPIDERS ARE NO MATCH FOR ME!

Cole
Spider 1
START

1x ↓
3x →
1x →
3x →
4x ↓
2x →
1x →
2x →
4x ↓
4x ←
1x →
2x ←
2x ←
2x ←
2x ↓
4x →
1x →
4x →
2x →
1x →





1x ↓
2x ←
1x ↓
1x ↓
2x ←
2x ←

Spider 2

1x ↑
3x →
3x ↓
4x →
1x ↓
1x →

Spider 3

2x →
1x →
6x →
6x →
1x ←
1x ↓

	1	2	3	4	5	6	7	8	9	10	11	12
L												
K												
J												
I												
H												
G												
F												
E												
D												
C												
B												
A												

Watch out! Spiders!

Spider 1

Spider 2

Spider 3

☐ ☐
☐ ☐
☐ ☐
GOAL



NINJAGO

LEGO

MECH



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FIRE STORM



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PUZZLING MAGIC!

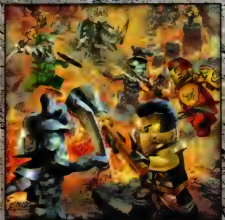
PUZZLE

The Skull Sorcerer angrily jumbled up this poster of our heroes! Write the letters in the correct order below to put it back together...

THAT'S WHAT I THINK OF YOU HEROES!



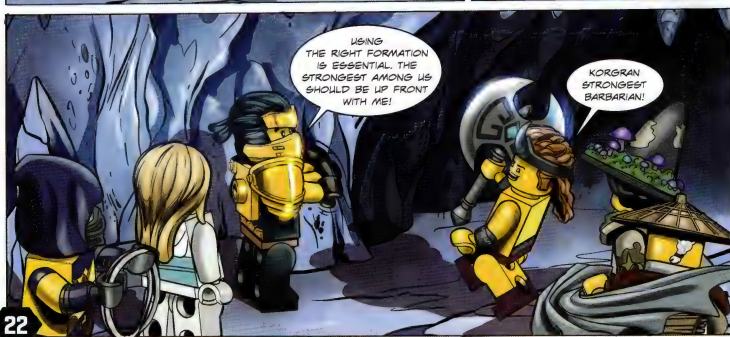
ORIGINAL



ORDER:

- 1 →
- 2 →
- 3 →
- 4 →
- 5 →
- 6 →
- 7 →







KSSSS!

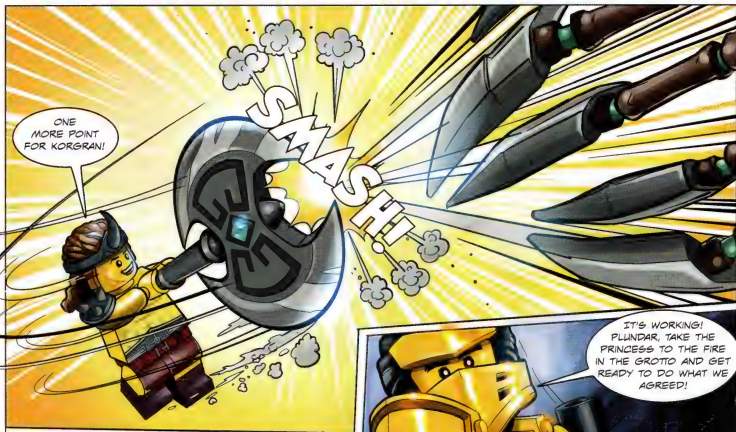


WOOOOOOOSH!



BE
GONE!

THWACK!









THE END

CONQUER THE VILLAIN'S STRONGHOLD

Our ninja heroes are about to enter the **Skull Sorcerer's** headquarters to save Shintaro, but **the place is full of goons, traps and – yuk – spiders!**

WATCH OUT!

This bridge is a trap.

YOUR
TWO FOKERS
DON'T SCARE
ME!

YOU
SHALL NOT
PASS!

CONNECTED!

Turn the tower to
activate the trap.

HOLD ON,
COLE! I'M
RIGHT BEHIND
YOU!

YUMMY!

Care for a break and
some breakfast?

COMBINE IT!

WITH SETS:
71717,
71719,
71721

SET SCENE:

The **1171 LEGO® bricks** form a huge battle. Four heroes Cole, Lloyd, Zane and Vania stand against four villains Geckle, Munce, Awakened Warrior and the **Skull Sorcerer!**

GOAL!

Stand of the
Shadow Blade of
Deliverance.

HA HA HA!

YOU'LL NEVER
GET INSIDE -
I HAVEN'T CLEARED
MY DUNGEON
IN YEARS!

WE'LL
MAKE BOTH
OF THE
SORCEROR'S
HEADS
ACHE!

LOFTY!

That's a prison with a
view - unfortunately
not a good one.

THIS
CELL IS LIKE
A TIGHTROPE
ACT!

ONE NINJA
TRAPPED,
THREE HEROES
TO GO.

LET'S SEE
WHO'S GOT
THE HEAVIEST
TOOL! HA,
ME!

AT LEAST
I'VE GOT
THE BETTER
HAIRCUT!

DUNGEON

Hero or villain? Choose a side and rush to the Skull Sorcerer! The hero wants to defeat him, but the villain swears allegiance to him! **Who will win?** Grab a friend and find out!



**HERO
START**

LET'S BRING
THE HEAT TO
THE VILLAINS!



HOW TO PLAY

1. Each player places his **figure** on their start field.
2. Take turns throwing the dice — the **villain starts!**
3. Each player moves towards the **goal**.
4. If a player lands on an **action field**, the action has to be carried out immediately (see **action fields**).
5. If both players land in the **duel zone**, a duel takes place immediately (see **duel zone**).
6. The first player to reach the goal **wins!**

You need

- 2 figures
- 1 dice



HAHAHA!

YOU'LL
NEVER GET
ME!

RACE!

GAME





I'LL MAKE
YOUR BONES
RATTLE LIKE
MINE!

VILLAIN
START

DUEL ZONE!

Each player rolls the dice **three times** and adds up the numbers. The player with the **highest total** wins. The winner plays on from the field they are standing on. The loser has to go back to their **start field**!

Action fields:

-  Crystal beauty fascinates you! You cannot move for one round.
-  The ninja moves one field forward.
-  The villain moves one field forward.
-  Put your figure into the cage in the bottom right. You have to roll a 6 to escape to the field you came from. Tip: mark your field with a LEGO® brick.

TRAPPED! ROLL
A 6 TO ESCAPE!

WHICH SPINJITZU TYPE ARE YOU?

Collect a symbol with each answer and discover your **Spinjitzu type!**

WHAT IS YOUR APPROACH WHEN IT COMES TO LEARNING A NEW SKILL?



I read everything about it before I try it in real life.



I'll have it explained to me and then I'll try it.



I just go ahead and do it – if I fail, I'll try again!

YOU FIND YOURSELF SURROUNDED BY VILLAINS. WHAT DO YOU DO?



Dive right in and figure the rest out as I go.



Keep them at a distance and get them one by one.



Cause a diversion and call my team for backup.

WHAT KIND OF RIDE WOULD YOU USE IN NINJAGO CITY?



A dragon – nothing is hotter!



The Destiny's Bounty – it's an airborne HQ!



A mighty Mech – strolling around town in style!

YOU GET A CHANCE TO VISIT NINJAGO CITY. WHICH NINJA WILL YOU JOIN?



Kai to bust the lair of a villain!



Wu to visit the Monastery of Spinjitzu.



Zane to see the Ninjago Museum of History.

WHAT'S THE MOST IMPORTANT NINJA SKILL?



Unity of body and mind



Knowledge



Martial arts

YOUR SPINJITZU TYPE:

MOSTLY



ALL ABOUT STRATEGY

You like to plan your next move before you plunge into action. You gather knowledge to overcome obstacles and beat villains.

Like Zane, you approach problems with logic and spring into action!

MOSTLY



CLASSIC NINJA STYLE

The perfect mix of wisdom and action. You think knowledge is valuable, but you also like to take action. Like Lloyd and Master Wu, you think before you act and then carry out your plan.

MOSTLY



FULL THROTTLE

Learning by doing is your motto. If there's a job to be done you don't think twice before springing into action. Like Kai, you prefer to tackle problems immediately, ideally with a cool Spinjitzu move.

TAKE THE TEST AND START SPINNING!

NINJA POST!

Send us your best drawings and pictures for the chance to win a fantastic prize!



WICKED WU!
This sweet sketch of the legendary leader was sent in by Archie!



NINJA ICON!
Spinjitzu master Rohan sent in this awesome picture of Lloyd!

WIN!

If your letter or photo is printed on this page, you'll win an awesome Jay keyring!



BATTLE WARRIOR!
Srikrishnav sent in this epic picture of Lloyd dressed for battle!



COOL KAI!
Sammy drew this brilliant pic of Kai!



THIS MONTH'S COOL CREATOR!
Master builder Eoin made this sick Dragon Mech complete with the Wu Crew ready for battle!



THESE ARE SOME LEGENDARY ARTISTS!

WANT TO BE IN THE MAGAZINE?

Send us your pics and letters to:

LEGO® NINJAGO® magazine,
Vineyard House,
44 Brook Green,
London W6 7BT.

Or email them to us at:
LEGO.NINJAGO@immediate.co.uk



Keep sending in your letters, drawings and photographs! Always remember to include your name, age and address! Sorry, we won't be able to send these back to you.

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NEXT ISSUE...

OUT 9 DECEMBER



WITH
AXE AND
2 DAGGERS!

Your toy:
MUNCIE



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On sale 18 November

Exclusive Comic!



Answers:

The chicken knights:

- P. 5: Next to tornado A.
P. 6: To the right of the first crystal.
P. 16: To the right of Cole's head.
P. 29: Under Lloyd's cage.
P. 33: By Nya's head.



Page 5:

Whirled Players!

- D
A
B
E
C

Faulty Lightning!
Lightning B is fake.

Page 6:

Back To Shintaro! * Into The Dungeons!



Pages 7 + 8:

Faulty Spell!



- Side Quests:
1. Green (4).
2. Red (Wu).
3. Blue (Kai).
4. Orange.

Page 16:

Path Of The Spider!



- Spider 1: K7
Spider 2: F11
Spider 3: I11

Page 21:

Puzzling
Magic!
Correct
order:
C, B, G, F,
A, E, D.

Ninja Dominoes

For 2 players

Instructions:

1. Cut out all the domino cards. Shuffle the cards and turn them over so the **ninja** are facing down.
2. Every player picks up **seven cards** and the remaining cards are placed face down in a pile. The oldest player starts and puts down a card. Then it's the **other player's turn**.

3. The other player can only put down a card showing the **same ninja** as a card on the table. If they don't have one, they must **pick up a card from the pile**. Then the first player takes another turn.
4. The winner is whoever is **first to put down all their cards**. If one player can't put down a card and cannot draw a new one, the other player wins.

Let an adult help you with the cutting out.



Ninja Dominoes

Cool game!

Instructions on the other side.

